

# P A N I M E'S I M A G E

APRIL 1987 VOL. 2 NO. 3



# ONCE AGAIN, ONCE AGAIN...

Welcome to the another newsletter for PANIME (pan-ee-may), the animation club for Bryan and College Station area. We share info about Japanese animation and get together once a month to watch selected videos. We are not affiliated with any national organization.

This issue contains a review of the Houston Fantasy Fair, more on video tapes, the Robotech novels, along with other fun stuff. The next issue and meeting after this will be for the first Saturday in May.

Now, here is the not-so-important stuff...

## NAMES TO READ BACKWARDS...

Helo Chen - a dude (409-846-7248)  
Kirk Houser - another dude (DITTO)  
Jorge Frank - still another dude (409-696-2263)

...any suggestions, complaints, article and art submissions can be bounced off any of these people by phone or by sending stuff to:

Kirk Houser...Box 1214...College Station, Tx. 77841

## SCHEDULE:

Saturday April 11, 1987 12:30 - 6:30 pm  
1601 Holleman (Viking Apts.) #6V

This is our sixth meeting. If you are unsure of where this is, call one of our alert staff for directions. Here's what's happening this time:

12:30 Introductions, Group News, etc...

1:00 Lupin III - TV episode

Lupin takes a ride on a train while saving a girl.

1:30 Z Gundam #1 - TV episode

Shah infiltrates Side 7, which has been turned into a military station for the Federation. A new suit, the Black Gundam, is being tested. A resident of Side 7, Canille Vidan, and his friend, Fa Yuria, are heading to the spaceport. Canille attacks a Federation pilot, Jerid, and is hauled in for questioning. His mother gets him released as the Aghama fires upon Side 7.

2:00 Dirty Pair #6 - TV episode

The pair take on a bunch of space pirates.

2:30 Dirty Pair #7 - TV episode

The groom of a wedding is kidnapped and the girls are out to get him back.

3:00 Urusei Yatsura - TV episode

Ryo is tired of her dad making her act like a boy. To prove a point, she goes all out as a guy and gets a date with Ran.

3:30 Urusei Yatsura - TV episode

Lum and Ataru have an argument and begin avoiding each other. Ataru's birthday nears and Lum is not sure if she should get him a present.

4:00 Touch #21 - TV episode

Kazuya's pitching career is continuing as planned. The pitcher from Saijo (big rival) and his sister are at the ballgame, the former scoping out the competition, the later scoping out Shohei. After seeing Saijo practice, the drama continues at home when Kazuya tells Minami that he is not sure he can beat that team and its tough pitcher. Minami takes back her note, that urges Kazuya on to victory.

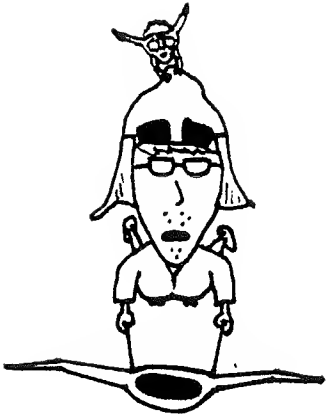
4:30 Touch #22 - TV episode

The big game with Saijo begins and the intense battle struggles along filled with flashbacks and good plays. In a mammoth climax, Saijo's pitcher dives for home plate in an attempt to score the first run of the game. Is he safe or out?

5:00 Leda - feature film

An interesting tale about a girl who while walking along one day was sucked into another dimension. The girl spends her time killing the neanies, wearing a skimpy costume in one of the first super-duper female shows.

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WELL,  
UH...

(And now Jorge of the Valley of the Long-Winded goes wizzing along with the first installment of his epic novel... "I Was a Teenaged Mobile Suit", a review of the three Mobile Suit Gundam movies. This chapter includes an introduction to Gundam as a show and an introduction to the Gundam world.)

### MOBILE SUIT GUNDAM: INTRODUCTION

The epic giant-robot tale, a genre that the Japanese practically invented (though they were inspired by Western SF novels such as Heinlein's STARSHIP TROOPERS) has dominated the Japanime field for nearly two decades. And, out of all giant-robot stories, MOBILE SUIT Gundam is by far the most popular, even eclipsing MACROSS, which happens to be more popular in the U.S. (Comparing MACROSS to GUNDAM is like comparing STAR WARS to STAR TREK. The STAR WARS and MACROSS "crazes" were more intense, but they have not shown the enduring popularity of STAR TREK or GUNDAM.) MS GUNDAM ran originally on Japanese TV from 7 April 1979 to 26 January 1980, ending after 43 episodes. When its tremendous popularity became apparent, Nippon Sunrise condensed the entire series into three rather long (about 2 hours, 20 minutes apiece) movies, and released them in rapid-fire succession on 14 March 1981, 11 July 1981, and 13 March 1982. All three were fairly successful, but MS GUNDAM III the most so. It still appears in the "Top 10" all-time favorite anime movies. More recently, Nippon Sunrise has released two sequel series, MS ZETA GUNDAM and MS GUNDAM DOUBLE ZETA. The former ran from 2 March 1985 to 22 February 1986 (50 episodes), and stands as one of the strongest attempts at "serious SF" in Japanime. The latter series ran from 1 March 1986 to 31 January 1987 (47 episodes) and has a light-hearted comic touch that almost seems to be a reaction to the relentless pessimism that permeates Z GUNDAM. GUNDAM ZZ was replaced in its timeslot (5:30 PM on Saturday) by DRAGONAR, yet another giant-robot show, by the makers of GUNDAM, but apparently unrelated to the GUNDAM saga.

MS GUNDAM, today, seems to be a "bridge" between the old-style giant-robot kiddie shows of the '70's and their more sophisticated descendants. The animation style, unfortunately, resembles the "old" style more than the "new". The mecha, more often than not, were painted with bright, almost garish colors, and they flew about wildly with little regard for Isaac Newton. What set the show apart from its predecessors was the story

itself. Whereas previous shows featured an all-too perfect hero flying a semi-sentient robot pitted against the "giant monster/evil villain of the week," GUNDAM featured an insecure, pacifistic hero forced against his will to fly the Gundam (itself portrayed as just a military vehicle, albeit a highly advanced one) against other humans, many of them portrayed as rather likeable people, who happened to be fighting for a totalitarian space colony with an eye toward expanding its empire. For the field of Japanime, GUNDAM caused a revolution similar to the one Marvel produced in comic books in the '60's, and it inspired hordes of imitators (including, to a certain extent, Macross).

The following articles are based on the notes I made while watching the three movies, and additional information was "filled in" from my clumsy reading of the GUNDAM books, and from other fan articles on GUNDAM, the most cited being Julie Froelich's series appearing in EDC's NOVA issues 5, 6, and 7. Lastly, a bit of the articles are pure speculation on my part (but usually backed up by some evidence from somewhere). Therefore I do NOT claim that everything here is accurate. As I have written in earlier issues, corrections or additional info are always welcome.

### THE WORLD OF MOBILE SUIT GUNDAM

At the turn of the 21st century, mankind faced the staggering problems of overpopulation, dwindling natural resources, and food and energy shortages. Attempts to control population humanely had failed, so the solution was an all-out effort to colonize space. The entire 21st century was declared the "Universal Century", and 2001 A.D. became U.C. 0001.

Gigantic space colonies were built at the Lagrangian points between the Earth and the moon. They were modeled after the "Type IV" colonies proposed by Princeton physicist Gerard K. O'Neill in 1974 - cylindrical shapes, 32 km in length and 6.4 km in diameter, divided longitudinally by three huge windows with mirrors to admit sunlight into three living areas capable of supporting a total of 36 million people (O'Neill estimated 20 million, but then again, he was an American.) The colonies thus constructed oversaw the building of other projects - giant solar power satellites, each 21.3km in length by 5.3 km in width, each weighing 50 million kg and beaming 10,000 megawatts of power to the Earth; lunar mining bases and cities such as Von Braun, Granada, and Amman; asteroid mining, using captured Apollo asteroids such as Solomon, A Baoa Ku, and Luna 2; and of course, new space colonies - so that, eventually, colonization became a self sustaining process. Each individual colony was called a "District"; a "Side" was a particular area in space where colonies were built. There are seven Sides, numbered in chronological order, located in the five Lagrange points:

Side 1 - L5	Side 5 - L4
Side 2 - L4	Side 6 - L5
Side 3 - L2	Side 7 - L3
Side 4 - L1	

By the time MS GUNDAM begins, each Side contains an

average of 35 Districts (ranging from over 50 Districts each in Side 1 and 2 to only 1 District - and that was still under construction - in Side 7. L4 and L5, by the way, are more extensively colonized because they are more stable, in gravitational terms, than the other points.) The "Average Side Population", therefore, is 1.3 BILLION, with a total space population of 9 billion. With essentially unlimited energy, resources, and living space, space colonization eliminated most causes of strife on Earth, and to maintain that peace an Earth Federation was formed. But the peace, like most, would not last long...

The first space colonists were born on Earth, and were naturally highly loyal to Earth. But as the second half of the century opened, their children, born in space, came of age and obtained power. For this first generation of "Spacenoids", as they were called, Earth was a distant ball in the sky they had never visited, and their loyalties to Earth were weak.

The most prominent leader of this generation was Zion (pronounced Zee-ohn) Zum Dyken, a founder of Side 3. Under his leadership, Side 3 became autonomous and in U.C. 0058 became a republic. He was responsible, more than any other, for creating a sense of colonial identity and was deeply loved by his people.

In U.C. 0068, Zion Dyken died under what could mildly be termed "suspicious circumstances" and his children, Casbal and Arcadia, disappeared. His aide and administrator, Degin Zabi, succeeded to power and named Side 3 "Zion", declaring his intention of carrying on Dyken's policies. By U.C. 0069, however, he had essentially become dictator of Zion, and had established a dynasty, with his youngest son Garma Zabi, his eventual successor. In U.C. 0079, he declared Zion independent of Earth and demanded exclusive mining rights to the moon. When Earth refused, Zion declared war on Earth and unveiled their most terrifying new weapon, the Mobile Suit.

The evolution of the mobile suit began with the "Manned Maneuvering Unit" of the U.S. space program in the 1980's, which gave way to the "worker bees" of the early 21st century - pressurized pods with manipulator arms, used by astronauts for space construction. As the scale of space construction projects grew, so did the worker bees. Finally, in U.C. 0075 Zion engineers got the idea of armoring them and putting guns in their hands, and the most efficient tool for manned space construction became the most efficient weapon for manned space

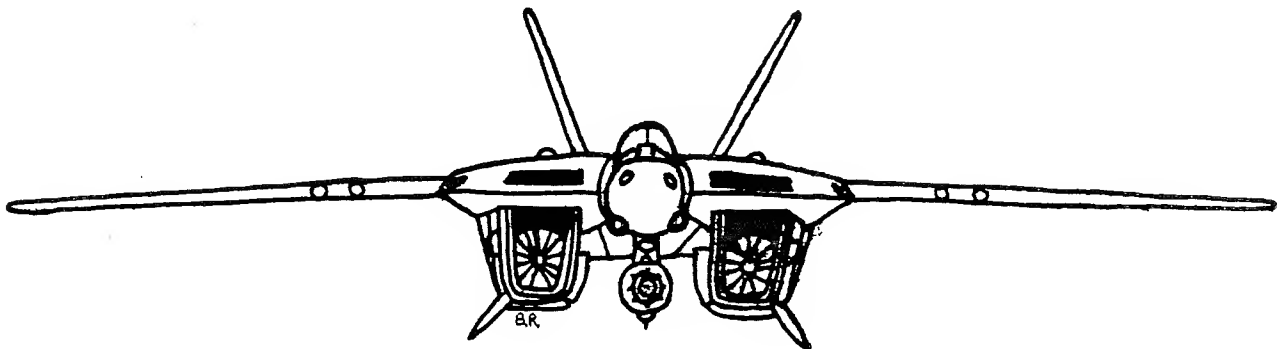
combat, the mobile suit. By U.C. 0078, Zion was secretly mass-manufacturing its first production model, the MS-06 Zack.

In the addition to this new evolution in technology, there was a corresponding evolution in humanity, the "Newtype". Newtypes are people with certain extra-sensory powers such as precognition and telepathy, plus an aptitude for operating machinery, the combination of which makes them superb mobile suit pilots. These powers increase in combat (or any kind of life-threatening stress) and in the presence of other Newtypes. Since Newtypes evolved as man moved into space, they were extremely rare on Earth (so rare that, throughout most of history, ESP was considered a hoax), but relatively common in the colonies - and Zion was the first to recognize their potential, recruiting them into the Zion military. At the outset of the series, Shah Aznabul, a Zion pilot known as the "Crimson Comet" because of his affinity for red, is by far the most powerful Newtype, and the most feared by the Federation. Earth, by the way, distrusted and feared the rise of the Newtype, even as they sought to catch up with Zion by recruiting Newtypes from other colonies.

The Zion invasion of Earth in January, U.C. 0079, was swift and deadly. The Zack proved to be superior to conventional Earth military vehicles, and in a matter of weeks, Zion forces occupied half of the Earth's surface, including all of North America. Earth launched a space-based counteroffensive on Zion. In all, half the populations of both Earth and Zion perished in the opening weeks of the war.

And now, in September U.C. 0079, Earth is set to introduce its first prototype mobile suit, which it hopes will turn the war around...

Terms: Earth Federation	- Chikyu Rempo
Zion Empire	- Jion Kokoku
Mobile suit/suits	- Mobirusutsu
Newtype	- Nyutaiipu
White Base	- Howaitobesu



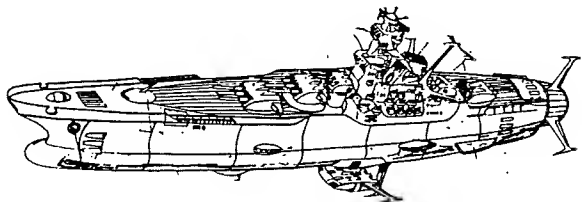
# DESSLOK, DESSLOK, DESSLOK...

SERIES REVIEW: STAR BLAZERS III -- THE NEW EPISODES

Star Blazers, the show that paved the way for serious Japanese animation to be released in America, was my first love of Japanimation. I can remember first seeing it at a very early age and saying to myself, "what the hell is this about?" Well, come on, I was only nine years old at the time. Later at a much older age I would run home as not to miss a single episode, while also making a very big fuss when it got canned for Flipper.

Rumors about mission III have been flying around for a while now, eight years after its original release it has been released and is presently playing in some TV markets. Finally Westchester Films has done the Yamato series some justice with story lines that remain true to the original. For example, they kill the characters that are supposed to die and there's none of that "Sgt. Knox made it out after you" stuff.

The new voice actors fit the characters, especially Desslock who has a British accent, which does the suave leader of the Gamilon some justice. The only voice I found strange was Homer's, which was high pitched. They also didn't change the opening credits from the second season, which is a major groan considering it doesn't have anything to do with the Comet Empire. I guess that one of the executives at Westchester Films is a tightwad. The narrator keeps the feel of the original Star Blazers series unlike the one in the ROBOTECH series, who just seems to yell through a bull horn. In my opinion this show puts all other to shame. Carl Macek eat your heart out. Thumbs up all the way for this show. -Christopher S. Maravilla



## CON-VINCED

Houston Fantasy Fair March 20-22, 1987

With a smile on my face and a wad of cash in my pocket, I rushed to the convention hoping to find a nice selection of worthwhile goods. When I arrived on Friday, I was greeted by the sight of a decent size dealer's room with very few customers. Needless to say, I went wild and bought just about

everything in sight. The room was a collage of comic books, games, and Japanime dealers. There was also some unusual merchandise being sold, such as pirated copies of Japanime video, dinosaur sculptures, and "sand scapes" (which are really lumps of Galveston beach pressed between two plates of glass, a MUST for all REAL men!)

Many dealers grumbled about the lack of customers on Friday, but business picked up on Saturday and dwindled on Sunday. The art room was as exciting as nose picking, and the masquerade was not much better. The hotel was wonderfully confusing, because it was very spread out. All I remember was a lot of identical halls, turns, and doors. At times I wondered if some of the people at the con might be people who got lost in the last con. Speaking of getting lost, I wished that some of the "Photon people" would have done just that. During the con, they strutted around like stud armadillos displaying their armor, sporting their guns, and waiting to run over (or get run over by) other conventioners.

The most impressive activity at the con was the video rooms. They were pleasingly large and easy to find. The Japanimation room showed a nice selection of videos from con regulars like MACROSS to STAR BLAZERS. The more interesting videos were LOVE, LIVE, ALIVE MOSPEADA, AREA 88 ACT III, and the late night fests. The fests cover a battery of Dirty Pair episodes, Hokuto No Ken, and Creamy Lemon (note: for those who aren't familiar with "citrus" series, they are action-packed cartoons dealing with primeval human interests).

The zugg factor was almost tolerable and the wench count was low. However, there were a few that were interesting enough to cause Alex and Jorge to periodically comment, "What a SAUCY wench!" Over all, the weather was fair and so was the con, which I left exhausted and with nothing in my pocket. -Helo Chen



QUICK... join Panime before the lines grow too long... Membership is free, but you can also subscribe to our newsletter. Just send us the following on a 3x5 card with \$4.00 to cover 6 exciting issues of IMAGE; or join us at our meetings. (PLEASE PRINT)

Name  
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Age  
Favorite Shows

to: Panime c/o Kirk Houser  
P.O. Box 1214  
College Station, Tx. 77841

(Please make checks or money orders payable to Kirk Houser.)

## Video Tape Update by Paul D. Ortega

Since my last article I have been asked the legitimate question, "Why use the tape recommendations in Consumer Reports instead of Video magazine?"

It wasn't easy trying to compare the two ratings. Video magazine's 1987 blank tape ratings was, as to be expected, more technical than the Consumer Reports ratings.

The Consumer Reports ratings had the following criteria:

- 1) Formats available (VHS or Beta)
- 2) List price
- 3) Lowest price found
- 4) Overall score (0 - 100)
- 5) Dropouts
- 6) Color noise (AM chrominance noise)
- 7) Dynamic range
- 8) Bandwidth
- 9) Warranty (months)
- 10) Box (plastic sleeve, cardboard sleeve, or booklike box)

No numerical rating was given for criteria 5 through 8. Consumer Reports uses a five-step rating system of "better" to "worse". This is understandable because of the general nature of the magazine.

Video magazine was more technical and detailed in its ratings. First of all, its VHS and Beta tape ratings were published in two separate articles with a third set of ratings for compact VHS and 8mm. It also had a longer list of criteria:

- 1) Video signal/noise ratio
- 2) Consistency between batches
- 3) AM chrominance signal/noise ratio
- 4) PM chrominance signal/noise ratio
- 5) Dropout count
- 6) Output loss at 2 Megahertz
- 7) Audio signal/noise ratio
- 8) Audio frequency response
- 9) Linear audio track balance

A numerical rating in the appropriate units was given for each characteristic. A seven-step rating chart of "excellent" to "poor" was also provided.

Video gives more detail as to what testing equipment was used while Consumer Reports said that they used "special test signals and a high-quality industrial-grade VCR".

Video requested tape samples from manufacturers and bought or swapped samples with tape dealers. Consumer Reports refuses all manufacturers' offers of samples and buys its test subjects from off the rack.

Video magazine accepts advertising. Consumer Reports does not accept advertising nor does it allow its evaluations to be used in advertising.

Overall, I prefer the Consumer Reports evaluations. The technocrat in me favors Video magazine because of the charts and numbers, but the cautious consumer in me favors Consumer Reports because of their refusal of advertising and manufacturer's sample. So, you may want to read Video to learn

the video buzzwords and Consumer Reports for hopefully more objective evaluations.

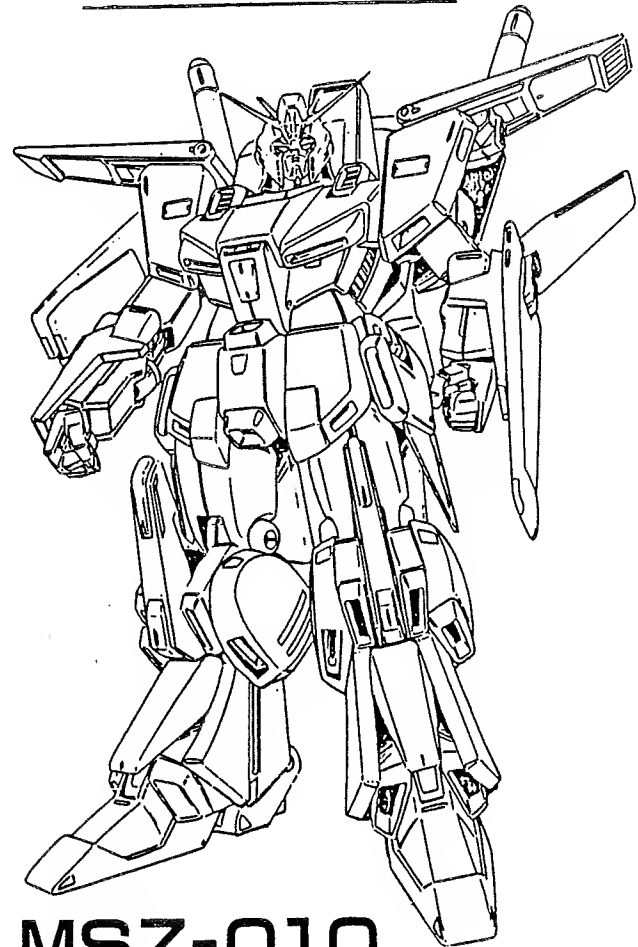
## References:

Consumer Reports, November, 1986.

Video, February, 1987.

Video, March, 1987.

P.S. Laser disc owners may want to read the article on laser disc deterioration in the April, 1987 issue of Video.



**MSZ-010**

**MECHA  
V. GUNDAM  
MAN**

(These are the further adventures of you-know-who...)

As I entered my room, my Gundam Mark II and Zeta Gundam greeted me. "Hey, Mech, what's up?"

I couldn't bare to look at the gleeful Gundams. "I, I got some - um - bad news for you," I said with a lump in my throat and a pain in my heart.

With his emerald eyes sparkling, Mark stated in terror, "No, don't tell me you've turned G-A-Y!!"

# ROBO-BOOK-NOLOGY

"No, It's not that," I replied.

"I know what it is!" cried Zeta. "Optimus Prime got the Robot of the Year award. Or Tobikage became a pacifist vegetarian picketing for gun control. Right!?"

"No. It's not that either," I mumbled.

"Well, what is it!" they shouted in unison. Mobile suit shout pretty good when they are angry. I remember once when Mark and Zeta were arguing about who was more sexy, Heather Locklear or my toaster and all the shouting created a tonna- a hurricane, that's it. A hurricane. But that's another story.

Having been knocked over by their outbursts, I picked myself up as macho-ly as possible. "Okay numb nuts (mechanically speaking, of course)! Here's the bad news: I've bought another Mobile Suit!"

In horror, anger, and self-pity, they sobbed, "How could you! Aren't we nobile enough to suit your purposes (note: sorry about the pun, but I just couldn't resist)? We transform at your command; we fight for your pleasure; and we even take your Valkyries out for walks!"

"Well, times have changed and I need new challenges to keep me fit and alert," I said. "Here, let me introduce you to him. Double, get in here!" The proud Bandai Deluxe Gundam ZZ strode into the room. From head to toe, he registered at B 1/4 inches, but including the racket pack he measured up to 10 1/2 inches. He toted a devilish gun that is 6 1/2 inches long.

"Show Mark and Zeta what you can do best," I commanded.

The Double Zeta separated into the "core-fighter", the torso and gun linked (A+D) to form the "core-ton." Not wanting to be left out, the legs joined the "core-top" (A+D) to form the "G-Fortress" (+C+D). Later, the legs disconnected and joined with the cockpit to form the "core-base" (B+C). Next, the parts came flying back together and reformed the Double Zeta.

Zeta fell back and muttered, "Gee, and I thought my Wave Rider form was impressive." Mark was too stunned to react.

Seeing that they need time to recover from the shock, I stepped out of the room to quench my thirst with Petite Cola (the soft drink that Lynn Kyle's

brother likes). On my return, I found myself locked out of my room and a sign on the door that said, "Mech to mech talk in process. No dogs, cats, or humans allowed (especially Minmay)."

So there I was, the brave, fearless, Herculean Mechanan and all I could do was sit in the hallway, munch on a Hokuto No Ken sausage and catch bits and pieces of dialogue.

"Fa has great legs and Enary has a big pair of ...eyes and..."

"...check these sunglasses out, do I look like Shah?"

"We can form a 'team Gundam' and help the Galaxy Rangers or Hulk Hogan or..."

Book Review ROBOTECH: Vols. 1-4, By Jack McKinney

AAAAAAAAARRRRRRRRGGGGGGGGHHHHHHH!

- Jorge Frank's first reaction to the ROBOTECH books

My first exposure to the ROBOTECH book series was a pamphlet at Waldenbooks containing the prologue and first chapter of the first book, GENESIS. The material was a novelization of the ROBOTECH GRAPHIC NOVEL, scripted by Carl Macek, which provoked the reaction that began this article. When the books themselves became available, however, I dutifully trooped back to the store to buy them, hoping I could at least sound halfway objective when reviewing them.

The worst of it was over with fairly quickly. After the GRAPHIC NOVEL material was finished, the books settled into an adaptation of MACROSS, written in a style I call "post-modern media novelization" popularized in the STAR TREK and STAR WARS novels. I'm no literary critic, so all I will say on THAT subject is that the books made for rather brisk light reading, and I polished off the last two books in a marathon four-hour session (the fact that I already knew the dialogue probably contributed.) Each book covers roughly six MACROSS episodes.

As may be expected, the books add emphasis to the characters' thoughts and feelings that were left vague in the series, as any novelization should. The high point of this approach is the mental struggle between SDF-1 Captain Henry Gloval and the Zentraedi Commander Breetai, which was extremely well done (The author, by the way, is a former U.S. military advisor.)

The worst part of the books, as I have already noted, involves a phenomenon that Joseph McCarthy would have called "creeping Macekism." The author, I hasten to note, appears to be fairly knowledgeable on the laws of physics, so whenever something illogical or impossible happens in the series, he tries to explain it through "Protoculture" or "Robotechnology" - giving these two terms an even greater significance than they had in the series, much less the Japanese source material. These parts of the books are almost embarrassing to read.

I cannot give a single recommendation on these books. If you are a hard-core Japanese purist or if you are "burned-out" on ROBOTECH, then you have likely already made up your mind on these books and I won't try to change your mind. If you are a rabid Robotechie, then you have probably already bought the books, and all I can do is wish you good reading.

However, if you are somewhere between the two above extremes, or if you are casually interested in ROBOTECH, then you, like me, will probably find these books moderately enjoyable, though not spectacularly so. Don't knock 'em till you try 'em.

# AND QUIZ

Much Awaited Answers to:  
The Japanime Trivia Quiz - Part I  
(Mostly Zeta Gundam)  
by: Kouichi Tsukihashi

1). Kinnio Ohkawara is responsible for the creation of the mecha in SPT Layzner and Z Gundam.

2). The character designer of Samy Missing 99: Super Romanticism also designed characters for SPT Layzner.

3). The Titan's "Gate of Zedan" was known as "A Bao A Koo" in the first Gundam series.

4). Jerid Mesa was not an ASP.

5). The two major characters of the Z Gundam series are "played" by the same voice person were Maure and Harman Kahn.

6). The two minor characters of the above series are "played" by the same role voice were Torres and Apoli.

7). The peculiarity of the mobile suit Bolinoak Samahn in episode #45 of Zeta Gundam is that it has both arms intact.

8). The following characters have a common voice:

- |                              |                                 |
|------------------------------|---------------------------------|
| 1. Jerid Mesa (Z.G.)         | c. Age (Eiji - SPT)             |
| 2. Bright Noah (Z.G.)        | i. Kai Hun (Kyle - Macross)     |
| 3. Hamahn Kahn (Z.G.)        | e. Elle (Urusei - Only You)     |
| 4. Baok Onn (Z.G.)           | h. Wiegel (Hokuto)              |
| 5. Shinta (Z.G.)             | a. Ai (Cat's Eye)               |
| 6. Ataru Morobushi (U.Y.)    | f. Shin (Hokuto)                |
| 7. Four Murasame (Z.G.)      | b. Yuri (D.P.)                  |
| 8. Sakuranbo (Cherry - U.Y.) | d. Vampire Hunter D's left hand |
| 9. Shutaro Mendo (U.Y.)      | g. Roy Fokker (Macross)         |
| 10. Lum (U.Y.)               | j. Simone (SPT)                 |

(Winners...? There are none because no one entered! It couldn't have been that hard.)

IN UPCOMING ISSUES OF IMAGE:

-More Mobile Suit Fun

-More Mechaman

-A review of Aggiecon

-Macross Song Collection review

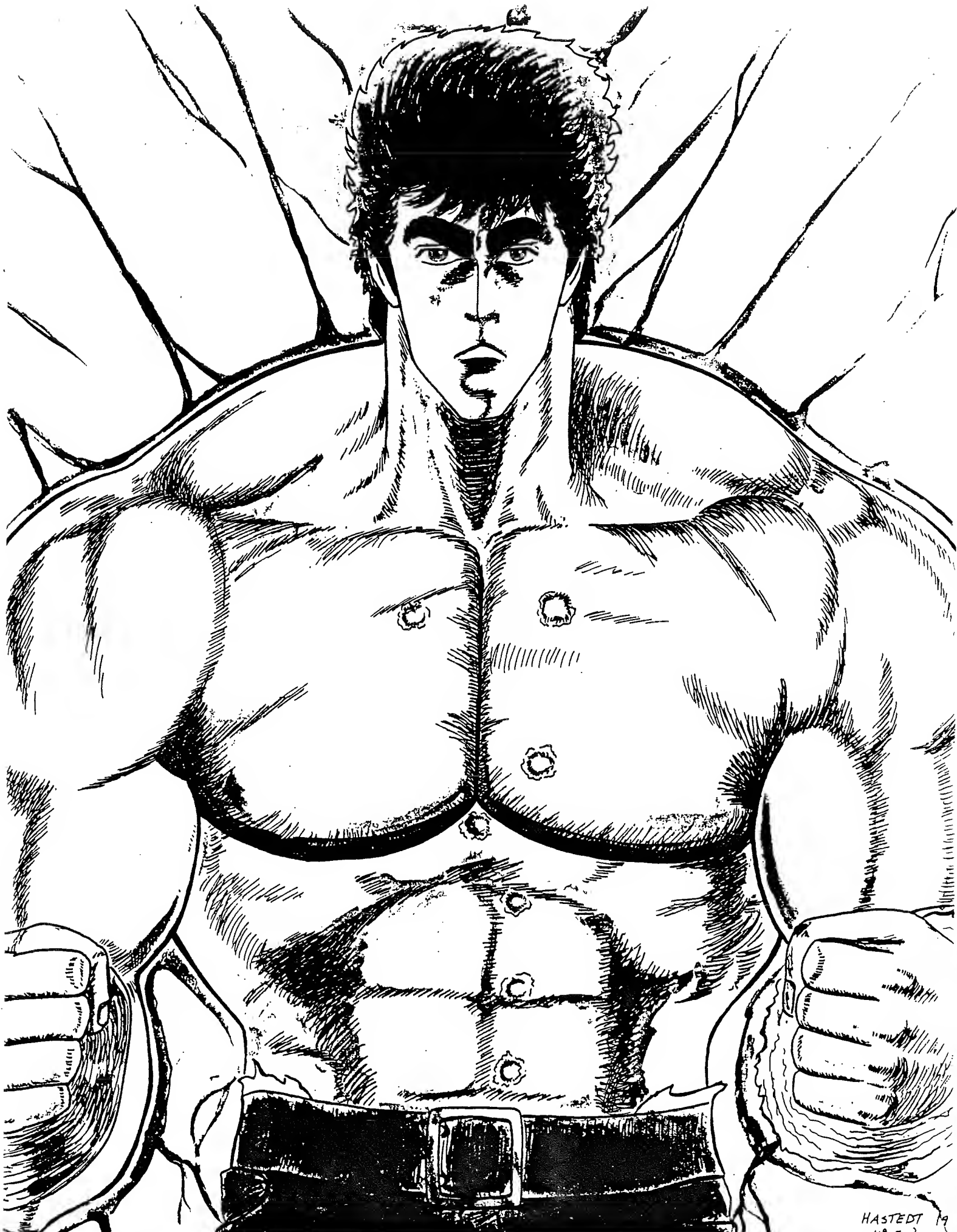
## Art Credits

cover Lum-Shonen Sunday Graphic 15  
p. 3 Jorge of the Valley-((??))  
p. 4 Valkyrie-Billy Ritchie  
p. 5 Yamato-Perfect Manual  
p. 6 Gundam ZZ-The anime vol.3  
p. 8 Sangoku-Helo Chen  
center Kenshiro-Margaret Hastedt

We wish to thank everyone who contributed and helped out this time around, and if we didn't see you at AggieCon, order our program guide through Cactus Airforce!







HASTEDT 19  
1982

# NO QUIZ

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| 6. Ataru Morobushi (U.Y.)    | f. Shin (Hokuto)                |
| 7. Four Murasame (Z.G.)      | b. Yuri (D.P.)                  |
| 8. Sakuranbo (Cherry - U.Y.) | d. Vampire Hunter D's left hand |
| 9. Shutaro Mendo (U.Y.)      | g. Roy Fokker (Macross)         |
| 10. Lum (U.Y.)               | j. Simone (SPT)                 |

(Winners...? There are none because no one entered! It couldn't have been that hard.)

IN UPCOMING ISSUES OF IMAGE:

-More Mobile Suit Fun

-More Mechanan

-A review of Aggiecon

-Macross Song Collection review

## Art Credits

cover Lum-Shonen Sunday Graphic 15  
p. 3 Jorge of the Valley-???  
p. 4 Valkyrie-Billy Ritchie  
p. 5 Yamato-Perfect Manual  
p. 6 Gundam ZZ-The anime vol.3  
p. 8 Sangoku-Helo Chen  
center Kenshiro-Margaret Hastedt

We wish to thank everyone who contributed and helped out this time around, and if we didn't see you at AggieCon, order our program guide through Cactus Airforce!





# Kenshiro

## Data Bank

1. Hat Size: 59 cm.
2. Hearing: hears whispers 2 km away.
3. Height: 185 cm.
4. Sight: can spot anything living by its aura, even in the dark. Can see a flying arrow as if it was stopped.
5. Sense of smell: acute as a hunting hound.
6. Neck: 45 cm.
7. Chest: 132 cm.
8. Forearm: 48 cm.
9. Waist: 90 cm.
10. Weight: 100 kg.
11. Hips: 105 cm.
12. Reach: 187 cm.
13. Thigh: 63 cm.
14. Inseam: 92 cm.
15. Shoe size: 29 cm.
16. Fore and middle fingers trained to penetrate pressure points.
17. Taste: especially sensitive to poison.
18. Voice: can imitate many animals.
19. Lung capacity: 8700 cc.
20. Grip: immeasurable.
21. Arm strength: "
22. Leg strength: "
23. Back strength: "
24. Muscles: when tense, can deflect bullets (small calibre arms).
25. 100 m dash: nines.
26. Speed of punches: 50 times in 3 seconds for HUNDRED SHREDDED PIECES FIST.
27. Jumping ability: 9 m +
28. Punching power: splits stone 5 m thick.
29. Kicking power: kicks 200 kg man 25 m in the air.
30. Dive time: 53 min.
31. Tolerance to poison: 5 times the amount of normal tolerance for man, and survives.
32. Hunger tolerance: 3 months without losing strength.
33. Insomnia tolerance: can go a week without any sleep.
34. Memory: 50,000 words read once, memorized, repeated.
35. Birth date: 1970's.
36. Blood type: unknown.
37. Specialty: can use all 108 NANTO style variations in addition to HOKUTO HOLY FIST.
38. Weapons: master of nunchucks, throwing knives, etc.
39. Special trait: biological clock accurate to +/- .3 sec per mo.
40. License: licenced in HOKUTO HOLY FIST, taught only to man per generation.
41. Habits: Pops fingers (knuckles) before fight.
42. Favorite line: hardly ever speaks, so no one knows what it is.
43. Hobby: development of a new killing technique.

44. Favorite food: In the aftermath, one cannot be picky about what one eats.
45. Respects: Laoh, Toki, Ryuken, Shu.
46. Ideal woman: Yuria.
47. Favorite clothes: loose fitting, durable leather jackets.
48. Medical history: none.
49. Educational history: private teaching by Ryuken. Especially Knowledgeable in ancient Chinese medicine.

Q: In the aftermath, why do so many people have Mohawks?

A: In a society where might makes right, everything is displayed more violently. Even the style of hair can have the effect of intimidating your opponent. It is not an overstatement to say that Mohawks are the norm in such a society.

Q: If the nuclear war is staged in the 1990's, are Ken and the gang students today?

A: Ken's age is set at 26-30. Assuming his time to be around 2005, this makes him 7-11 years old in 1986.

Q: Why did Ryuken adopt a man such as Jaggy?

A: In order to make brothers compete, it was necessary to include a poisonous personality such as Jaggy. The reason he became such a destroyer was because he lost in the competition amongst brothers; before, he was a talented martial arts fighter.

Q: Why do the characters have their names printed in Katakana, when they are Japanese?

A: Non-nationalistic code-like names are used because it was presumed that the people of the future would be more mixed-blooded, and names more code-like.

Q: Do any more masters of the Six Stars of Nanto exist?

A: Since the Nanto style is not kept within generations, other masters exist.

Q: Can Shin use all 108 variations of the Nanto style?

A: Shin is a representative of one of the 108 variations, but has mastered several other variations.

Q: How many techniques exist in the Hokuto style?

A: The Hokuto style has grown in the 2000 year history, nurtured by the masters, and will continue to grow. By now, it is meaningless to ask how many techniques exist.

-Kouichi Tsukihashi